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Vast uncharted space

Ferengi Traditions
Quark breaks convention



U.S.S. ENTERPRISE NCC-1701 Refit
Detailed plans of the upgraded ship's bridge

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The Guide to the STAR TREK Galaxy

FILE 14 CARD 2A



FERENGI TRADITION

The culture on Ferenginar is ancient, patriarchal, and steeped in rich tradition. Ferengi society revolves solely around the accumulation of profit, which they worship with the greatest reverence.

To fully experience authentic **Ferengi** tradition firsthand, one must visit the Ferengi homeworld of **Ferenginar**.

Typical Ferengi houses are large and dome-shaped, resembling an Earth igloo; the entrance to the building is a low arched passageway with no door. Near the entrance are towels for wiping the head clean, and a box for the collection of an admission fee from guests.

When entering a Ferengi home, your host will bid you, "Welcome to our home. Please leave your imprint on the legal waivers, and deposit your admission fee in the box by the door." He then places

his hands together at the wrist – hands apart – and says: "Remember, my house is my house." The guest should respond: "As are its contents."

Patriarchy

Ferengi society has been traditionally patriarchal. For centuries, women have been treated as property, with no economic or social rights. Bought and sold with little regard for their own desires, they seldom left Ferenginar – or even their own houses – after marriage. Until recently, women were forbidden by law even to own or wear clothing. Females served at their male owner's pleasure, and they even chewed food for their

husbands and sons.

This subservient role of the female has been part of tradition for almost as long as any Ferengi can remember, but the winds of change are blowing across the Ferengi homeworld. Contact with the **Federation** has proved highly subversive to the Ferengi patriarchy, inducing some Ferengi females to defy a thousand years of tradition and to do the unspeakable, such as walking around fully clothed in public. The current leader, **Grand Nagus Zek**, has, surprisingly, upheld their right to do so.

Few Ferengi marry for love, and those who do are considered by their peers to be very unfortunate. A



The Grand Nagus oversees Ferengi business and commerce, the focal points of Ferengi culture. Tradition, therefore, is often synonymous with profit.

FEMALES AND TRADITION

Second-class citizens

Male Ferengi hold powerful positions within the socio-economic structure of Ferenginar, but females are dealt a far different lot in life. They are treated as second-class citizens, and not allowed to practice business of any kind. Nor can they acquire profit. Females are

expected to move on to the next life with only that with which they were born, and this is taken so literally that throughout their lifetime females are not even allowed to wear clothes. However, in recent years some women have rebelled against these traditions.

Female cunning

Ishka reveals only a part of her fortune when she is forced to hand over her illegally acquired profits.



Breaking the Rules

The Ferengi Commerce Authority forbids women to engage in profitable ventures. Quark and Rom are horrified to learn that their mother, Ishka, is a successful businesswoman.

In disguise

Some female Ferengi will disguise themselves as men in order to pursue profit. In 2371, Quark hires Pel, a new waiter with impressive business sense – unaware that 'he' is actually female.



In 2369, Dr. Reyga, a Ferengi scientist, dies in suspicious circumstances on board the U.S.S. ENTERPRISE NCC-1701-D. Dr. Beverly Crusher breaks Ferengi tradition and performs an autopsy to determine the cause of death.



The Guide to the STAR TREK Galaxy

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FERENGI TRADITION

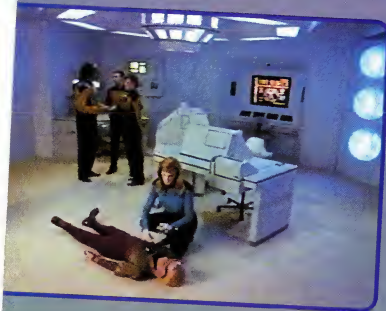


FERENGI FACTS

The Rules of Acquisition were written 10 millennia ago by the first grand nagus, Gint. They have become ingrained in Ferengi morals.

Ferengi say never trust anyone who places your prosperity above their own.

Young Ferengi males officially come of age in the Ferengi Attainment Ceremony.



Ferengi male in love is thought likely to lack the internal fortitude to properly discipline his wife.

The Ferengi marriage ceremony is very male oriented, consisting of latinum dances and bridal auctions; the bride remains naked throughout. The ceremony itself is quite simple, and should be seen as a business contract rather than a social relationship. The bride is expected to honor and obey her husband; Ferengi females are to be seen and not heard, even at their own weddings. This is a time-

honored tradition, but some Ferengi, such as Rom, find themselves having to take a more liberal view when marrying outside of their race.

Family life

The Ferengi family structure is simple: father, mother, and children. Grandparents and cousins do not live in the same household. Surprisingly, children actually show a great deal of respect to

their mothers. Quark, for example, sends home annual stipends to his mother, Ishka, for whom he and his brother Rom have a pet name: Moogie. The brothers have been overheard recalling how much other children's insults regarding their untraditional mother hurt their feelings, suggesting that even very young children are aware of the traditions and social rules of their society.

A Ferengi son, even as an adult, often 'snuggles' with his mother by putting his head down into her lap, and sometimes rubs noses with her.

Death rituals

Ferengi death rituals deal very specifically with the treatment of the Ferengi soul after death. Autopsy is strictly forbidden, as it is feared that the process might ruin the body, which must remain untouched so that it can be sliced into discs of vacuum desiccated remains. These slices are then sold on the Ferengi Futures Exchange for, hopefully, a

handsome profit. For the Ferengi, there is good latinum to be made even in one's own death.

The afterlife

The Ferengi believe one of two things will happen when they die. They may go to the Divine Treasury, which is made of pure latinum. Here, the Blessed Executor and the Celestial Auctioneers let you bid on your new life. If you have the misfortune to die before earning a profit in your business, the Ferengi believe you will be damned in the Vault of Eternal Destitution. Ferengi parents often threaten their children with banishment to the Vault of Eternal Destitution – though an unruly child on Ferenginar is classed as one who does not cheat his playmates. For the Ferengi, tradition is associated with profit from birth to death.

Next to profit, the favorite pursuit of the Ferengi is food; they love to eat. A mainly insectivorous race, many Ferengi like to keep their live food in the cellar. Among their favorite delicacies is tube grubs.

SAVING FOR THE AFTERLIFE

Profit in death

The Ferengi live and die to accumulate as much profit as they possibly can, and are almost fanatical about the acquisition of latinum. This is demonstrated in 2372 when Quark, the Ferengi barkeep of Deep Space Nine is told he is dying of Dorek syndrome. Determined not to die in debt and so suffer in a destitute afterlife, Quark advertises his body parts on the Ferengi Futures Exchange. This final business venture backfires, however, when Quark learns it is not final at all – he is not dying. Quark risks defying Ferengi tradition by breaking the contract and withdrawing his body parts from the market, resulting in the confiscation of all his assets.

Quark's old enemy, Brunt, invests 500 bars of latinum for the Ferengi's desiccated remains, and he expects Quark to deliver the goods.

Divine wealth

The Ferengi believe their greed will be rewarded in the afterlife's Divine Treasury, a paradise of pure latinum.





STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 22



STAR SYSTEMS

THE NEKRIT EXPANSE

The Nekrit Expanse is a large, mainly uncharted region of the Delta Quadrant filled with gaseous phenomena and newborn stars.

The **Nekrit Expanse** is a vast, uncharted area of the **Delta Quadrant** that is constantly evolving; it is one of the most unstable areas in the quadrant. Like the **Mutara Nebula** in the **Alpha Quadrant**, the vapors and gases form a giant molecular cloud, an awesome sight to behold as bolts of plasma lightning flash deep within the thick interstellar dust. Caused by the interaction of plasma with magnetic fields, the lightning flashes indicate intense electrodynamic turbulence.

The Nekrit Expanse is at least 1000 light years wide, making it one of the largest

of these types of nebulae; it may take a starship a month to travel through. The Great Nebula in the constellation Orion, the nearest visible example of the phenomena to Earth, is only a few light years across – vastly smaller than the Nekrit Expanse.

Birthplace of stars

Hidden within the glowing clouds of multicolored gases are the Nekrit Expanse's stars and bok globules – basically, lumps of gas and dust that are required in the early stages of a sun's evolution. Nebulae are considered to be the birthplace of solar systems, and preliminary scans of the area indicate that it is dotted with

 **The U.S.S. VOYAGER** arrives at the **NEKRIT SUPPLY DEPOT**. For travelers and merchants, this is a vital center for information regarding this vast and uncharted region.



Wolf-Rayet and T. Tauri-type stars, exotic bodies that indicate the beginning of a new sun.

Certain areas of the Nekrit Expanse have their own distinct coloration; a high concentration of interstellar dust forms the dark bands seen within its clouds. Carbon and silicate dust are common here, and carbon dust in particular is more specifically

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STAR TREK: VOYAGERFile 71

LONELY OUTPOST

Trading information

The nearest outpost to the Nekrit Expanse is a large supply depot that serves mining and trading vessels; it is a sprawling space station with an assortment of habitat cylinders. Much of the depot is abandoned, except for a few active areas where the trading takes place. The facility is an important center of activity for those who live around the Nekrit Expanse; visitors can trade for supplies, and the depot also provides valuable information about the surrounding area, as many different travelers and merchants converge here. It is run by the authoritarian station master Bahrat, who takes a cut of all profits and imposes somewhat Draconian laws.

 Many races travel through this supply depot, and while aboard they are subject to Bahrat's law and order. His punishments range from monetary fines to confinement in a cryostatic chamber.



 **The NEKRIT SUPPLY DEPOT** is governed by the obsessively authoritarian Bahrat; he takes a hard line on all criminal activities.

Region The Nekrit Expanse
Class N/A **Quadrant** Delta
Also known as The Negative Expanse

Native name Nekrit Expanse
Size The Nekrit Expanse is estimated to be at least 1000 light years across.
Life Forms Many races travel and trade throughout the Expanse, but it has no single governing body.

Important Features The Nekrit Expanse is filled with vast, gaseous clouds, evolving solar systems, newborn stars, and turbulent storms. The region is, therefore, largely unknown and unpredictable.

Starship Log
STAR TREK: VOYAGER 'Fair Trade'





▲ **Not even Neelix, a native of the Delta Quadrant, has sufficient experience or knowledge of the Nekrit Expanse to guide the U.S.S. VOYAGER through this mysterious region.**

associated with darker regions. Other elements, such as iron, hydrogen, carbon, and silicon, are also formed here. The mostly red lights that can be seen are caused by interstellar hydrogen. Another area contains a greenish-yellow nebula; the colors often represent different elements recom-

binning after being excited by the interstellar winds and the radiation of the hot stars. The effect of these phenomena is similar to the aurora borealis seen on Earth, and is a spectacular and unforgettable sight.

Hidden worlds

Nebulae are relatively transitory phenomenon that usually dissipate within a few million years. At its current size, the Nekrit Expanse is already collapsing in on itself, starting the process of creating new stars and solar systems.

Within the mass of

swirling gas, some fully formed asteroid belts and planets can be found. Some of these solar systems may have been engulfed by the nebula, while others are in their infancy, developing from the elements within it.

The unique properties of the Nekrit Expanse make it a difficult region to chart. The obscuring dust mixes together with violable gasses to create violent plasma storms. Forged out of this mixture, the plasma storms add to navigation problems as they can affect vessels' sensors, scrambling navigational

readings and resulting in a loss of direction. Intense electrokinetic storms are capable of completely disabling starships.

Knowledge of the Expanse is a prized commodity, and any kind of astrometric map is a highly sought after item. Coordinate charts exist for the local mining colonies, but not much else is known about this sparsely populated area.

The **U.S.S. Voyager NCC-74656** conducts a survey while traveling through the Nekrit Expanse on **Stardate 50775**, but, despite concerted efforts, the

GALAXY FACTS

- ▶ The **U.S.S. Voyager NCC-74656** encounters many space phenomena in the Delta Quadrant, such as a micro-wormhole in 2371.
- ▶ Galaxy M33, visited by the **U.S.S. Enterprise NCC-1701-D**, also appears to be at an active stage in its evolution.
- ▶ The Mutara Nebula in the Mutara Sector is also difficult to navigate; its ionized gas disrupts starship sensors.

crew are unable to obtain any maps on the area in advance. For the first time on its journey through the Delta Quadrant, the ship heads into completely uncharted space.

INHABITED WORLDS

Life within the Expanse

The Nekrit Expanse is not claimed by any particular race, so much of the life that goes on around it is self-governed and, at times, lawless; there is, for example, an abundance of narcotics being trafficked to travelers in the surrounding region.

One of the planets is home to some 80,000 Borg, whose connection to the collective was severed while traveling through the expanse. Since they were unable to reestablish contact, interfighting broke out, but many

have since tried to establish a new society. Among them are Klingons, Cardassians, Romulans, Farn, Parein, and dozens of other species; many of these races are sworn enemies, which has led to great unrest. Former Starfleet science officer Riley, who was assimilated at Wolf 359, is one of these disconnected Borg. She hopes that some of the colonists will be able to create a cooperative, a society based on mutual respect.

▶ **The Borg collective of the Nekrit Expanse is made up of a myriad of assimilated races, many of which are unknown to Starfleet.**

▼ **Chakotay discovers a planet within the Nekrit Expanse populated by a small group of Borg. These former drones have been disconnected from the collective, and are trying to establish one of their own.**



▶ **A BORG CUBE is disabled in the Nekrit Expanse by a deadly electrokinetic storm, killing 11,000 Borg drones.**



▶ **The edges of the Nekrit Expanse can be a breeding ground of illegality. Ruthless Kolatti traders make a fortune trafficking drugs on the black market. One favorite narcotic is Rholudian crystals, a drug that can make the long days of travel seem like mere moments of ecstasy.**





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 98



OTHER GROUPS
AND RACES

THE LIGONIANS

Ligon II is a highly developed, yet protocol-based society that shuns modern technology; females are viewed as mere distractions, yet they control land, titles, and possessions. Practices that would be considered barbaric by other races are condoned under a code of personal honor.

Membership of the **United Federation of Planets** offers many advantages, but there are some worlds in the **Alpha Quadrant** that either do not wish to be a part of it, or that are not sufficiently advanced to join. There are also civilizations which, due to their customs, are wary of outside influences such as **Starfleet** personnel and ships. The latter is the case for the people of **Ligon II**,

who have had little to do with the Federation; up until **Stardate 41235**, there was not even a formal treaty in place.

Looking for help

Following an outbreak of **Anchilles fever** on **Styris IV**, the Federation turns to the **Ligonians** for a vaccine that grows naturally on their planet. The leader of their society, **Lutan**, boards the **U.S.S. Enterprise NCC-1701-D** in order to commence formal treaty proceedings, and his very

Lutan beams aboard the U.S.S. ENTERPRISE only after the red carpet has been unrolled by his second-in-command, Hagon.

arrival affords an insight into the Ligonian culture and way of life.

Before Lutan is beamed aboard, his second-in-command **Hagon**, and a number of guards, arrive to unroll a red carpet onto which Lutan materializes. They then greet **Captain Picard** with an open-handed, palms-forward gesture of welcome.



The dark-skinned Ligonians live and work within a rigid code of conduct that is dedicated to the achievement and maintenance of personal honor. Everyone abides by it, and it is unthinkable within the society that anyone might not see its advantages. Much of their history is similar to Earth's, and there are striking

similarities between the proud and highly-structured Ligonian society and the 13th-century Chinese Sung dynasty, as well as some Native American traditions.

Distribution of power

The Ligonian hierarchy is complicated, involving the devolution of possession, wealth, land ownership, and power. The males exist

TRADITION AND HONOR

Second helpings

When a Ligonian woman takes a man as her **First One**, she bestows upon him an ornate silver necklace. The large red stone that hangs from it is a symbol of power, wealth, and ownership. The law allows her to take another man as her **Second One**, but he must be subservient to the **First**, and stands behind him with fingers lightly touching and head bowed.



Designation Ligon II

Class M **Quadrant** Alpha

Inhabitants Humanoid

Government Ruled by a civil leader, Lutan.

Environment Standard gravity.
Features The main city bears architectural similarities to the eastern cities of Earth, albeit with technological additions such as laser emitters.

Laws The Ligonians live by a rigid code of laws and customs, notably governing ownership. Personal honor is valued above all else.
Starship log STAR TREK: THE NEXT GENERATION 'Code of Honor'

The main compound of Lutan's 'Centerplace' features an arena where ritual duels are fought to the death. Also visible are the deadly energy beams that stretch upward into the sky.



Yareena is fitted with a poison-tipped, spiked gauntlet. A single scratch is enough despatch an opponent.

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GALAXY FACTS

- ▶ The Ligonian transporter is similar to early Starfleet versions in that it uses the Heglenian shift to convert matter.
- ▶ Data likens Lutan's abduction of Tasha Yar to 'counting coup', a Native American custom involving touching an enemy without killing him.
- ▶ Lutan and Hagon are surprised to discover Tasha Yar – a woman – in charge of security.

in a structured system and govern the society, viewing the females simply as pleasant distractions, unimportant except for one fact: they own the land and possessions. Without females, the males have no basis of ownership at all. Their duty is to protect and rule the possessions owned by the women, so it is crucial for any ambitious Ligonian male to have a **First One** (roughly equating to wife) who possesses a great deal of wealth.

In Lutan's case, his First One is the very beautiful **Yareena**. The trappings of Lutan's palace, or **Centerplace**, indicate her wealth; the building is ostentatiously decorated with well-upholstered benches, ceremonial

fountains and drapes, and heavy use of polished stone, probably brought in from the mountain ranges surrounding the main compound. The couple's beautiful blue, purple, and gold wraparound clothes also suggest wealth.

The Ligonian code of conduct allows one citizen to take another's possessions. They place great emphasis on patience, trust and honesty, but their code is very similar to that of some Native Americans, allowing a Ligonian to take an item if he demonstrates great bravery and boldness in the process.

Putting in a claim

In order for the other person to reclaim their possessions, they must ask politely, in front of a formally assembled crowd. This is usually met with the clicking of two white sticks, showing the agreement or admiration of the onlookers. If the possession taken is a female, the Ligonian male who took her may refuse to give her back, and instead claim her as his own First One.

In rare situations in which

a male has already taken a First One, that female may legitimately demand to challenge the right of supersedence. Ligonian women train for such an occurrence, and this leads to a ceremonial fight to the death within a four meter square energy barrier on a number of unevenly raised platforms. In addition to the poles that are placed strategically to aid agility and swift movement, there are four yellow energy beams that project up into

the sky. Touching these beams causes severe injury and can even result in death.

Gaining a First One

At the moment of death, any mating agreement dissolves, leaving the man to take the victor as his new First One. Under these conditions, he also inherits the wealth of his previous First One. Alternatively, he can be discarded by the survivor, who may choose to have nothing more to do

▼ *Under Ligonian law, women own all land and possessions; men aspire to marry wealthy women. Women ritually train all their lives to ready themselves for the possibility that they may one day be required to fight for their position.*



▶ *The male Lutan is the Ligonians' leader, but Yareena, his First One, controls the land and wealth on which his power depends.*

with him. Whatever the outcome, honor is always seen to be maintained.

The Ligonians are an odd mix of the old and new: they use orbital control stations and a matter transportation system, but their ceremonial cheek scars and handheld weaponry have more in common with less advanced races.

Their absolute belief in their own society and the inferiority of technology is summed up by Hagon when he claims that the Federation may excel at technology, but not at civilized behavior – a revealing insight into this superstitious and ritualistic, yet highly honorable race.

The Guide to the STAR TREK Galaxy

FILE 18 CARD 98

THE LIGONIANS



OTHER GROUPS
AND RACES



OTHER GROUPS
AND RACES



THE BATTLE IS JOINED

Fight to the death

Ligonian ritual weapons are lethal; ritual duels are fights to the death. Oversized gauntlets, known as glavins, encase the arm up to the elbow, and are capped by a round metal dome from which protrudes a hooked claw and a series of spikes tipped with a deadly alkaloid-based poison. However, despite the viciousness of the weapon, all one adversary has to do is scratch the other and the opponent is finished. The ruling male will order the combatants to stop only if one of them drops their weapon.

When Yareena, Lutan's First One, faces Tasha Yar, she is killed to satisfy the rigid Ligonian customs, but is revived using Starfleet medical technology.

▶ *Lutan is unaware that his dutiful chief aide, Hagon, will become leader when Yareena triumphs in the duel forced upon her.*



▶ *Tasha Yar appears to kill Yareena during ritual combat, but the Ligonian woman is revived by Dr. Crusher aboard the U.S.S. ENTERPRISE.*

▼ *Although the U.S.S. ENTERPRISE crew plan to fake Yareena's poisoning, the Ligonian is unaware of the ruse and fights in deadly earnest with her poisoned gauntlet.*



The Jovis: Cargo Bay

The Zibalian trade vessel *Jovis* has two cargo bays. The aft bay is used to store supplies and trade materials, and also houses an escape pod.

The cargo bays of the Zibalian trade vessel *Jovis*, owned by Kivas Fajo, play an integral role in the trader's operation. They serve a number of purposes, among them storage of goods and supplies, and the reception of visiting shuttles. The aft bay also houses the ship's escape pod.

The aft bay has a rectangular layout, with an open central loading area ringed by a pathway around the four walls. The decor is metallic gray; metal girders stand at intervals and separate the loading area and walkways, and have at their bases small, jug-shaped silver fixtures. The loading area itself is designated by a square white band painted on the floor, just inside the girders, on which clusters of red markings are inscribed.

The loading procedure is efficient and practiced. Three crew members are generally present during loading, two to help transport the cargo to the visiting shuttle, and one – generally Varria, who serves as Fajo's aide aboard the *Jovis* for 14 years – to supervise and take a thumb print from the courier to acknowledge receipt of goods.

Supplies and demand

The *Jovis* shuttle departure sequence falls in with standard Starfleet procedure: shuttle crew notify Fajo's people when they are preparing to enter or leave the cargo bay, allowing the *Jovis* to stand by. A statement is made of precautions needed to secure dangerous cargos, and an acknowledgement is made once the bay has been cleared.

Piles of supplies are kept in the outside walkway areas in two kinds of containers: stacked silver ones and gold cones that are grouped together. Alcoves are set into the

walls at various places, providing extra storage space. Among several others, supplies of the following materials are stored here: **tripolymer composites**, **molybdenum-cobalt alloys**, and **bioplast sheeting** (all of which are used in the construction of Soong-type androids). Fajo also keeps **tellurian spices** and large supplies of the substance **hytritium**, used to neutralize the poisonous element **tricyanate**. This latter element – too unstable to undergo the transporter process – is required by the *U.S.S. Enterprise NCC-1701-D* in 2366 to combat a tricyanate contamination on the planet **Beta Agni II**.

Arrival and departure

Entry to the bay is via the space door and, situated on the opposing wall, a double-doored sliding entrance akin to the holodeck entrances aboard the *Galaxy*-class starships. The living quarters aboard the *Jovis* are apparently close by, allowing Kivas Fajo to arrive quickly in case of emergency.

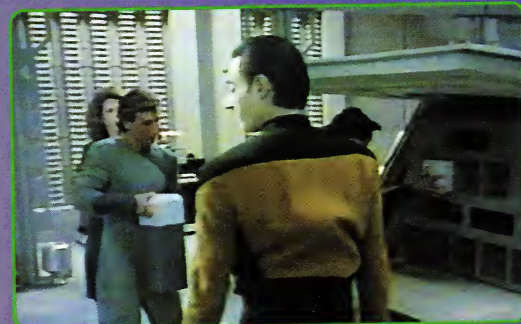
The cargo bay is large enough to simultaneously house the ship's escape pod and a small Federation shuttle. Gray and rounded, with wide concentric yellow markings on the sides, the pod can accommodate at least two persons. It emits an emergency beacon when launched. Launch control is accessed via a panel recessed in one wall of the bay, facing toward the pod in the open loading area. These controls can be operated by any member of Kivas Fajo's crew. Another console of undetermined function is built into the bulkhead directly behind them. When the pod's launch sequence is activated, an alarm sounds to summon crew members stationed nearby, alerting them to any attempted theft or other emergencies.



Following standard Starfleet procedure, Lt. Commander Data informs the *U.S.S. ENTERPRISE NCC-1701-D* that the SHUTTLEPOD PIKE is being loaded with a third batch of the substance hytritium.



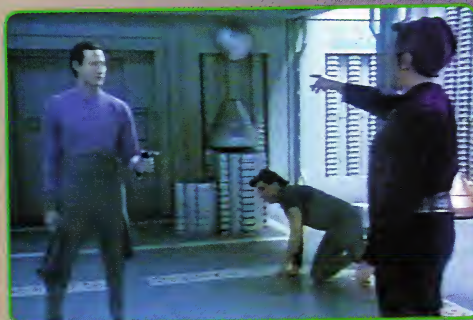
Kivas Fajo's aide, Varria, approaches Data to obtain his thumb-scan, used as a receipt of the loaded cargo. Two more members of the crew can also be seen going about their business in the cargo bay.



Data watches as JOVIS crew members, under the supervision of Varria, load the hytritium into his shuttle. The silver jug-shaped fixtures attached to the cargo bay girders are visible behind them.



Varria responds to an alarm set in motion by the escape pod launch sequence, controlled from a console facing the escape pod. She arrives promptly to deal with the situation.



Data faces Fajo as one of the disabled JOVIS crew members clammers to his feet. A stack of metal containers and the white floor band with red markings can be seen in the background.

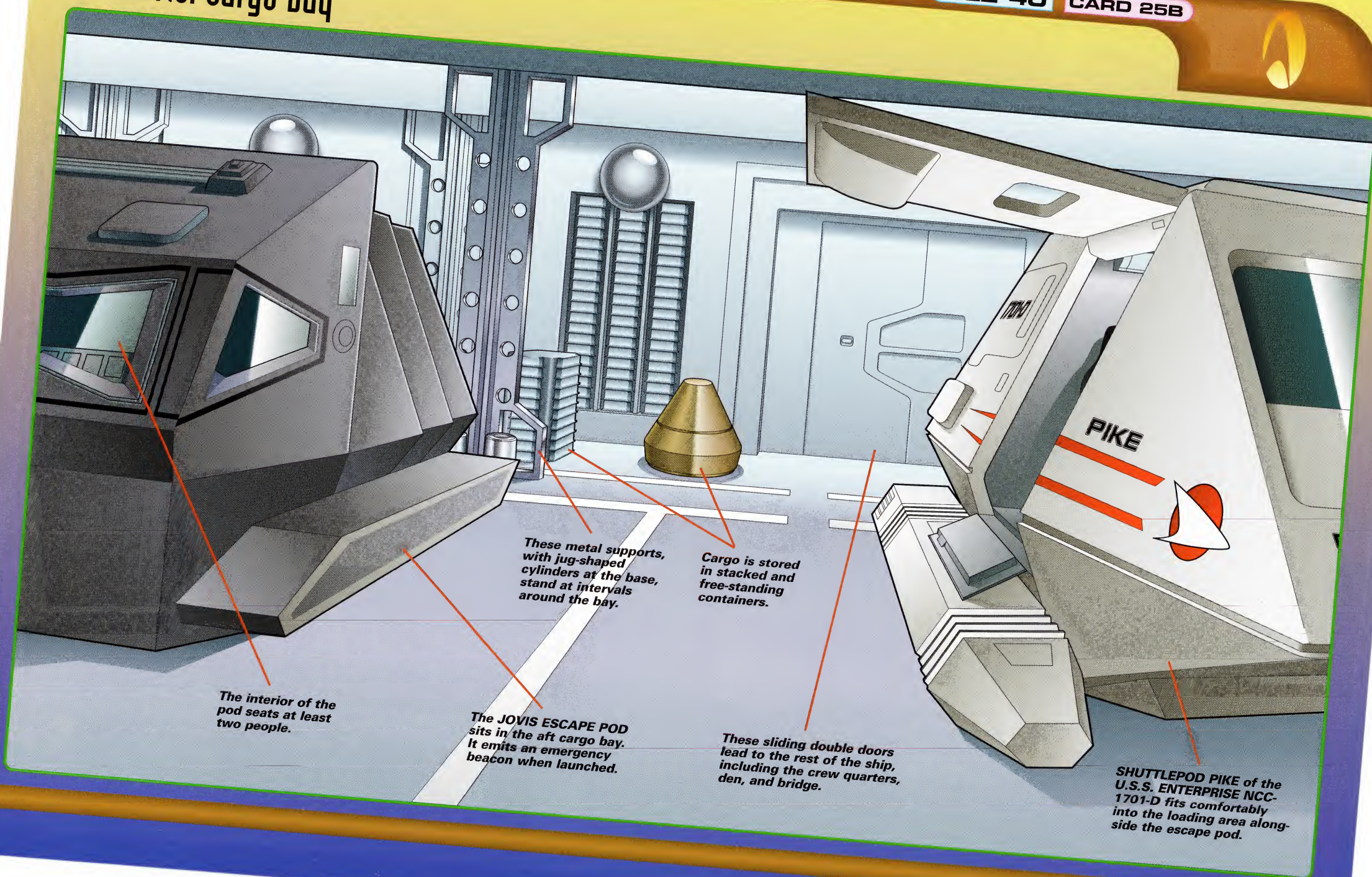


Varria pays the price of crossing Kivas Fajo – he kills her with a blast from a Varon-T disruptor when he finds her trying to help Data to reach the cargo bay's escape pod. It is an extremely painful death.

NON-FEDERATION STARSHIPS

The Jovis: Cargo Bay

FILE 40 CARD 25B



Uhura: Communications Officer

With a voice as sweet as a nightingale's, Uhura's decades of service as communications officer aboard the *U.S.S. Enterprise NCC-1701* and *U.S.S. Enterprise NCC-1701-A* show a dedication far beyond the call of duty.

Uhura spends almost all her **Starfleet** career serving aboard the *U.S.S. Enterprise NCC-1701* under the command of

Captain James T. Kirk.

She is a member of the bridge crew, and manages the communications console calmly and skillfully. Throughout her career, her station tends to be located to the right, slightly behind the captain's chair, so that when she is at work she is facing away from him and the larger viewscreen. When Uhura is off duty, her post is often manned by **Lt. Palmer.**

Early in her career aboard the *Enterprise*, Uhura is

accustomed to using a specialized ear receiver to help her concentrate on ship-to-ship communications when there is a lot of other activity on the bridge. She also assists Kirk by listening to private transmissions in this way. She is also able to monitor visual communications on her console displays, but when **subspace radio** communications are down, this can be a frustrating exercise at guesswork.

Daily duties

As the ship's senior communications officer, Uhura's role includes all inter- and intraship communications. She constantly monitors official

PROFILE OF AN OFFICER

RANK AND POSITION: Over a long career, Uhura rises through the ranks to Lt. Commander. She spends the majority of her career as a communications officer, and for a while teaches communications to cadets at Starfleet Academy.

REMARKS: Uhura's skill in communications helps the *U.S.S. Enterprise* to weather many a crisis. She monitors all transmissions to and from the ship, and is often the first point of contact for alien races. In any situation where communications are less advanced, her role is essential.



Like so many of James T. Kirk's crew, Uhura spends almost her entire career serving under him. She enjoys a brief period as an instructor at Starfleet Academy, but soon returns to the *U.S.S. ENTERPRISE* when Kirk needs her expertise once again.

A SPECIALIZED ROLE



★ Ever vigilant

As the first point of contact aboard the *U.S.S. ENTERPRISE*, Uhura must be prepared for any eventuality.

★ Duty console

Lt. Uhura works at the communications console on the bridge, just behind the captain's chair.



★ Landing party duty

Uhura usually stays on the *ENTERPRISE*, but she does occasionally join landing parties, such as during a mission to *Nimbus III*.



Starfleet communiqués and diplomatic transmissions, unscrambles coded messages, and sorts out overlapping subspace transmissions. She is responsible for monitoring all communications, and keeps records of any official business done over subspace channels. She alerts the captain when the *Enterprise* is being hailed with distress calls and with diplomatic overtures alike, and when the ship sends out such messages of its own, she is the one who releases them. Her role means that she is often the first to receive and transmit communications from life forms that have never before been encountered by Starfleet, such as the near-omnipotent being **Trelane**, who sends a

message to the *Enterprise* in 2267. She is also responsible for keeping records of which Starfleet secure frequencies have been cracked by enemy races; in 2267, she warns Kirk against sending a message using **Code 2**, as the **Romulans** have broken this encryption.

Diverse role

On the ship, Uhura follows a myriad of personnel status reports coming in from security details and various other departments. Working in an era before communication badges make it possible for the ship's computer to locate individual crew members, she often has to use her system to locate personnel. She makes announcements from the

Uhura: Communications Officer



★ First contact

Uhura's role often means she is the first Starfleet officer to communicate with another species, such as when she intercepts the message sent by Trelane, the Squire of Gothos.

bridge for the captain over the intercom system, and is also responsible for securing and disclosing ship's system reports to appropriate senior staff on the bridge.

From her console, she can also gather important information on the area of space through which the *Enterprise* is traveling. When the *Shuttlecraft Galileo* is lost, she pinpoints **Taurus II** as the only planet closeby that can sustain human life, and therefore a likely place for the damaged shuttle to have set down. When the *Enterprise* travels back in time to the 1960's on an historical research mission, she pinpoints the exact date by picking up local radio transmissions that refer to the moon landings of that time period.

Duties off the ship

Uhura's landing party duties are often tied to her bridge role. Her varied communication skills are particularly useful on diplomatic missions such as the one to secure **dilithium** mining rights from the peaceful **Halkans**. The mission is ultimately unsuccessful, but this is not the fault of the Starfleet officers involved.

Uhura is also required to carry out routine inspections of automatic communications and astrogation equipment. She is beaming down to such a station on the planet **Gamma II** when she and the other members of the landing party are kidnapped by the **Triskelion Providers**.

Wearing the red uniform of the engineering department, Uhura

"You have it all wrong ... I've been monitoring some of their old style radio waves ... It's not the sun up in the sky ... it's the Son of God!" — Uhura

has a background in sciences and linguistics, but she is never afraid to admit when she is at a loss for words, and she willingly searches through old-fashioned, printed translation dictionaries for the perfect greeting.

It is noted in her medical records that even as a child she showed promise in mathematics and science. Uhura fully understands the science behind the equipment she uses, and is capable of shorting out the communications of the entire ship should a situation require it. Unfortunately, this also means she can do so in less than ideal circumstances, such as when under the psychological effects of spores from **Omicron Ceti III**.

Career advancement

Uhura is well respected by the her colleagues and other Starfleet officers for the many adventures in which she has participated. The respect she generates stands her in good stead during her days as an instructor at **Starfleet Academy**, where she is a fine teacher at preparing students for the communications functions in the famous **Kobayashi Maru** training scenario.

But no matter how dedicated Uhura is to her career, she values her friends more. In 2285, Uhura risks a 20-year career in Starfleet in order to help commandeer the

Enterprise and save the life of her old friend **Captain Spock**. During the unauthorized mission, the *Enterprise* is destroyed, and she finds herself having to work the communications technology of a **Klingon Bird-of-Prey** instead. On the way back to Earth to face charges, she manages her new console well enough to sort through subspace gibberish and make sense of overlapping, multi-phasic transmissions to reveal a distress call from the heart of the **Federation** itself — Earth. She further refines the field to distinguish whale song, narrowing the signal down to a precise location.

On her last mission, Uhura is instrumental in keeping the **Khitomer** peace conference safe when discussions on the bridge of the **U.S.S. Enterprise NCC-1701-A** focus on working out how to unveil a cloaked **Klingon Bird-of-Prey**. Uhura is the one who remembers that the *Enterprise* is equipped to test and study gaseous anomalies. She is among a close circle of Kirk's most trusted officers at this point in her career; and her suggestion is acted upon immediately. Her captain knows that while she is an excellent communications officer, her abilities in other areas are just as impressive. She is a dedicated and skillful officer, an asset to any ship on which she serves.



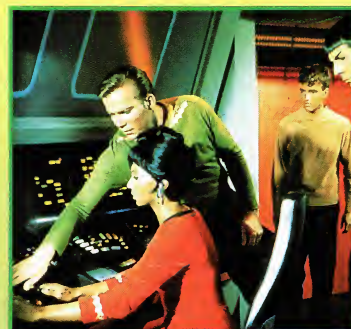
★ Diplomatic duty

Uhura's communication skills make her an ideal guest at official functions and dinners.



★ Watchful eye

Uhura's position means that she is always on hand to aid the captain when he needs her assistance.



★ Helping hand

Certain situations may require a more senior officer to intervene when problems arise.

EASILY ADAPTABLE

Learning fast

By the time Uhura finds herself traveling back in time aboard a *Klingon Bird-of-Prey*, Captain Kirk's crew have long since learned to expect the unexpected. The technology aboard the alien ship may not be that with which Uhura is familiar, but she is nonetheless able to adapt quickly, ensuring that her unfamiliarity with the equipment does not hinder the success of the mission. When the crew discover that the whales they have come back in time to retrieve have been released into the wild, Uhura is able to pinpoint their exact location, allowing the *Enterprise* to arrive in time to save them from a whaling ship. With the whales safely aboard, Uhura and her friends can return to their own time with the success of the mission, and Earth's survival, assured.

▼ Unfamiliar surroundings

An unflappable Uhura surmounts the problems of attempting to locate humpback whales on an unfamiliar Klingon ship during a trip back in time.



Enabran Tain

Even among the **Cardassians**, a people who prize secrecy and obfuscation, Enabran Tain is an enigma. Much more than just the shadowy head of the feared **Obsidian Order**, Tain's name is synonymous with the fear and respect the secret organization inspires across the Galaxy.

The proficiency of the **Cardassians** in the arts of subterfuge and espionage is recognized throughout the **Alpha Quadrant** and beyond, and nowhere are these talents practiced with greater relish or success than in the ultra-secretive government organization the **Obsidian Order**. The Order is well known as the ever-vigilant eyes and ears of the **Cardassian Union**, and is believed to be more adept at intelligence gathering and covert operations than even the feared **Romulan Tal Shiar**.

Enigmatic leader

Foremost among the shadowy brotherhood that comprises the **Obsidian Order** is **Enabran Tain**. The details of his life are as cryptic as the organization he has led for 20 years, but what follows is an attempt to piece together as much as possible about the man and his nefarious work.

There is very little available information about Tain prior to his rise to infamy. There is evidence to suggest that he fathered at

least one son, **Elim Garak**; the mother is an unidentified woman Tain claims to wish he had killed before she could give birth.

The only other woman associated with Tain is **Mila**, his long-time housekeeper. Mila is apparently much more than a simple domestic servant; at one point, Garak alludes to Tain passing along the names of intended assassination victims through her.

Life in the Order

Enabran Tain took command of the **Obsidian Order** in the year 2348 and ruled it for 20 years. It is surprising that he remained in charge for so long – not because he lacked the necessary qualifications, but because it is unusual to survive for that length of time in such a politically delicate position, especially considering the cut-throat **Cardassian** system of advancement. Indeed, it is a testament to Tain's talent that he is the only head of the Order ever to reach retirement age; he always arranged the assassinations of his enemies before they could arrange for his.

PROFILE ON TAIN

NAME: Enabran Tain

LIFE FORM: Cardassian male

RANK: Former commander of the **Obsidian Order**. He held the position longer than anyone else.

KNOWN ASSOCIATES: Elim Garak; Mila, housekeeper and confidante; Colonel Lovok of the **Romulan Tal Shiar**.

REMARKS: An apparently involuntary retirement to the **Arawath Colony** for three years is followed by an ill-fated attempt to invade the **Founder** homeworld in the **Gamma Quadrant**. Tain is captured and spends two years imprisoned by the **Dominion** in **Internment Camp 371**.

CURRENT STATUS: Deceased

FIRST SEEN: "The Wire" [DS9]



▲ Tain was the leader of the feared and ruthless **Obsidian Order** for 20 years, and is the only operative to survive to retirement age – a tribute to his skills as a master manipulator.

★ An impostor at work

The attack on the **Founders'** homeworld is doomed to failure from the beginning, due to the infiltration of a **Changeling** who poses as Tain's accomplice, Colonel Lovok of the **Tal Shiar**.

THE INVASION FAILS

★ Disaster

The attempted invasion of the **Founders'** homeworld is routed. On the bridge of his command vessel, Enabran Tain gains first-hand evidence of the destructive potential of the **Dominion** forces. The mission fails, and he is taken prisoner.



★ Together

Prior to the invasion, Enabran Tain orders the assassination of six former advisors to the **Obsidian Order** – including Garak, who may be his son. But Garak survives and joins his mission.





Enabran Tain



★ **Prisoners**
Garak and Tain are held captive when Garak joins a perilous mission to rescue Enabran Tain. Garak's friends find the Dominion internment camp from information provided by Tain's resourceful adaptation of the available technology.

At the time of his retirement Tain is somewhat portly for a Cardassian. He has a friendly, almost paternal disposition and rarely raises his voice, but there are tiny nuances in his words that carry great power and dark threats. He possesses an easy smile, at home on a friendly face creased with laughter lines, but his eyes tell a different story. Behind these dark orbs is a mind that never stops calculating, planning, and observing, assessing the strengths and weaknesses of all those he encounters.

False retirement

At some point prior to the year 2368, Tain is apparently involved in some kind of scandal along with his son and protégé, Elim Garak, the repercussions of which threaten the **Cardassian Union** itself. Soon after, Tain retires from the Obsidian Order under unknown circumstances, and apparently against his will.



★ A cause lost

Tain's surprise attack on the Founders' homeworld is intended to be an auspicious return to power for the despot.

He takes up residence at the Cardassian settlement known as the **Arawath Colony**, and, for three years, he lives a deceptively modest life. Dressed in comfortable, rough-woven fabrics of gentle, earth-tone colors, he putters about his small home, surrounded by accumulated clutter and a seemingly haphazard assortment of computer equipment. He does, however, keep up with "current events," as he calls them, keeping close tabs on friends and even closer tabs on his enemies. This would seem to support the theory that Tain's 'retirement' might not have been voluntary. In 2370, Tain

provides **Starfleet** medical officer **Dr. Julian Bashir** with information that helps save Garak's life on **Deep Space Nine**.

Return to prominence

The quiet life does not suit Tain for long; in 2371, he emerges from retirement with a vengeance. Believing that the **Cardassian Central Command** is foolishly ignoring a great danger to the Union, Tain undertakes an audacious venture against the **Dominion**, his people's foes. In an operation mounted in tandem with the Romulan Tal Shiar, Tain leads a fleet of Cardassian and Romulan vessels deep into the heart of the **Gamma Quadrant** on a mission to destroy the Founders. But he underestimates his enemies, and the mission fails. The fleet is led into a trap and destroyed, and it is believed that Tain dies in the battle.

Unknown to his superiors, Tain survives the rout and is held

captive by the Dominion, along with the **Klingon General Martok** and **Dr. Julian Bashir**, on an asteroid known as **Internment Camp 371**. Taking prisoners is not normal procedure, but the Founders reserve this penal colony for important military or political prisoners. As resourceful as he is deadly, Tain is able to modify the life support system in the walls of his cell to create a **subspace** transmitter.

End of the line

In 2373, Tain manages to transmit a message to Elim Garak, who, along with his friends from **Deep Space Nine**, mounts a mission to find him. The mission is a success, but Tain's heart is failing, and he dies on the Dominion prison asteroid. On his deathbed, however, he finally reconciles with Garak, recognizing him as his son and telling him at last that he is indeed proud of him.

"I must be getting old. I let my pride override my instinct. Wouldn't have played it like that in the old days."

— Enabran Tain laments the failed invasion

FAMILIAR RELATIONS

Garak and Enabran Tain

Garak claims that, as a father, Tain showed him little support, expressing deep disappointment in his accomplishments. Only once, when Garak was almost five years old, did his father hold his hand with pride — after a day in the country where he valiantly kept remounting his riding hound. Tain personally grooms his son to be his successor, but, following an unspecified scandal in which Garak is found guilty of betraying both his father and the Cardassian Union, Tain banishes him to **Terok Nor**, later to be known as **Deep Space Nine**.



▲ The final moments

The strain of being held prisoner in a Dominion prison camp has taken a heavy toll on Enabran Tain.

▼ Father and son

Finally reconciled with the man who claims he is his father, Garak tends to Tain on his death bed.



Arissa

Growing up on a rough, non-Federation world, Arissa learned not to trust the law, but a very special security chief named Odo helps her in her hour of need.

Finnea Prime is a harsh planet where one must be willing to do the unthinkable to survive. For the beautiful woman called Arissa, that means becoming a **net-girl**, with a dataport permanently lodged in her neck. For a price, men can enter her mind in a kind of mental prostitution. Arissa tells herself that it doesn't really matter, because these paying customers are not physically touching her. But, deep inside, she detests the job; she has taken it on simply to survive, and develops a deep distrust of men in the process.

Or so the story goes. In truth, the woman who knows herself as Arissa is an **Idanian** intelligence agent. Two years before boarding *Deep Space Nine*, she volunteers for

an undercover mission to infiltrate the deadly **Orion Syndicate** through one of its operatives, **Draim**.

To facilitate her story and work around the telepaths whom Draim employs to screen his people, 'Arissa' has her memories removed and placed in a **datacrystal**, leaving her with no knowledge of her true identity. Her face is also changed, her distinctive Idanian features replaced with those of a human.

Undercover job

Arissa meets up with Draim while working as a net-girl. He offers her a job working for the Orion Syndicate, paying her more money than she has ever seen. Draim specializes in blackmail and extortion, and he takes advantage of Arissa's dataport to use

PROFILE ON ARISSA

REAL NAME: Unknown

KNOWN ALIASES: Arissa

LIFE FORM: Idanian female

KNOWN FAMILY: Unnamed husband

CURRENT ASSIGNMENT: Undercover agent collecting evidence on Draim, a member of the notorious Orion Syndicate.

REMARKS: During her infiltration of the Orion Syndicate, the agent knows herself only as Arissa; her real memories have been removed and stored to fool the telepaths employed by Draim.

FIRST SEEN: 'A Simple Investigation' [DS9]



▲ Arissa has her real features and memory restored after her background and assignment are revealed. She was surgically altered to look more human to help her infiltrate the Orion Syndicate.

A ROMANCE FOR ODO

★ False beauty

Arissa's Idanian features are smoothed out, giving her a beautiful, more human face.

★ Love blossoms

A mutual attraction develops into something more when Odo vows to protect Arissa from the Syndicate.

★ Getting closer

The flirtation begins when Arissa is apprehended by Odo. The constable is shocked when she tells him that strip-searching her might be fun.



Arisa



★ Where now?

Arisa contemplates her predicament while under protection in Chief of Security Odo's quarters.



★ Determined to escape

With Odo's help, Arissa has the courage to turn her back on Draim and the Orion Syndicate.

her as a cyberspy, accessing and stealing information. It is dangerous work – not only is it illegal, but encryption lockouts can carry lethal feedback loops.

Arisa nonetheless works for Draim for two years. She tries to ignore it when, after she collects data on some businessmen, the men in question disappear. But similar incidents follow, eventually

wearing on Arissa's conscience. Just as she is becoming desperate to escape the job she knows she can't quit without being killed, she receives a message from **Tauvid Rem**, a fellow Idanian.

Without really understanding why, Arissa trusts Tauvid when he tells her that he has information on a datacrystal that will allow her to leave the Orion Syndicate safely with no fears of being hunted down and killed. She agrees to meet him on *Deep Space Nine*.

A rendezvous of sorts

But Tauvid fails to rendezvous with Arissa at **Quark's bar**, and Quark's flirtatious overtures only annoy her further. She is quite surprised when **Odo**, the station's chief of security, comes to her rescue. She initially thinks he is like other men, after only one thing, but is pleasantly surprised to find Odo is just doing his job. Her remark that he has "bedroom eyes" throws the constable off balance, much to her amusement.

Odo's offer of aid is rejected in favor of Arissa's typical secrecy. Her attempt to break into the station's computer to find out if Tauvid was on the passenger manifest of any arriving ships fails; she is caught and brought before Odo. Arissa concocts a story designed to elicit sympathy – that she is searching for the daughter she gave up 15 years before, and that Tauvid has found her. To her relief, Odo appears to believe this story, and he offers to assist her.

Upon discovering Tauvid was vaporized in his room, Arissa finds herself once again at the mercy of the Orion Syndicate. She breaks into the assay office and looks through the contents of Tauvid's rental locker, where she finds the datacrystal. Odo again catches her, and this time she decides to trust him with the truth: she has no idea what is on the crystal.

Romantic overtures

Odo places Arissa in protective custody in his quarters, and it is here that Arissa's flirtation turns to need. When Odo offers to protect her unconditionally should she choose to testify against Draim and send him to prison, she is astonished. For perhaps the first time in her life, someone is willing to help her without wanting anything in return. Odo tells her that he admires her courage in walking away from Draim, and this is most

likely the moment when Arissa's feelings toward the constable blossom into love. Arissa and Odo swiftly become lovers. For the first time in years, Arissa feels hope for the future.

Perhaps hoping to earn her escape from Draim, Arissa contacts her former boss and offers to exchange the datacrystal for her life. She little realizes that the crystal is her life, only discovering the truth after a tense showdown in one of the cargo bays that it contains her true memories.

Her identity at last restored, Arissa pays a final visit to Odo in his quarters. There she tells him that she now knows she has a husband, but she is genuinely distraught at having caused him pain. Odo tells her it is not her fault that he fell in love with a woman who doesn't exist, but she replies that Arissa did exist, did love him, and, in a way, still does. She hugs him goodbye with a tear in her eye, then walks out of Odo's life without even telling him her real name.

"I told myself I wasn't selling my body since there was no actual contact. But I was." — Arissa on her work

DANGER AND REVELATIONS

The truth is revealed

In order to get around Draim's telepaths, 'Arisa' has her memories erased and stored on a datacrystal. Arissa is a false persona, but as the agent believes in it, there is no chance of her thoughts giving her away.

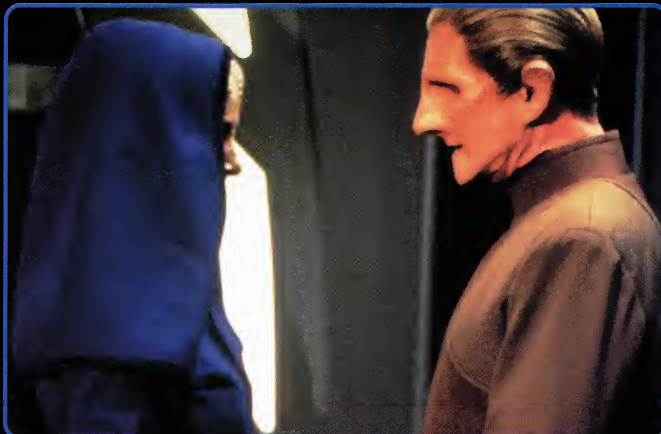


▲ Fight to the death

Attacked in a cargo bay, Arissa struggles desperately with Sorm, one of two Finneans from the Orion Syndicate sent to track down the datacrystal she possesses.

▼ Fond farewells

Parting is sweet sorrow for Odo and Arissa. For Arissa, Odo's love has been the first chance to trust in two years. With her memories restored, she will always remember his kindness.



Modified Cardassian Replicators

The replicator systems aboard *Deep Space Nine* were first installed when the station was the ore processing facility *Terok Nor*, but they have since been adjusted and modified far beyond their original design specifications. Thanks to the efforts of Chief Miles O'Brien, the station's population can enjoy food and beverages from across the Galaxy.

In its original state, the space station that would later become *Deep Space Nine* was a **Cardassian** ore-processing facility known as *Terok Nor*, with a largely Cardassian population supplemented by conscripted **Bajoran** workers and staff. The Cardassian crew were fed by a series of **replicator** units located throughout the station, but after the withdrawal from **Bajor** in 2369 and the subsequent change in control of the facility, the newly arrived **Federation** personnel find

themselves with only Cardassian food and beverages for sustenance. In addition to this, many of the units are either malfunctioning or inoperable.

Retrofitting and modification

One of the first orders of business for *Deep Space Nine*'s resident Chief of Operations, **Miles O'Brien**, is to bring these units online and modify them to replicate items not just from the **Cardassian Union**, but from across the Galaxy. Using **Starfleet**-issue spare parts

and hardware, O'Brien is able to create a jury-rigged system which operates with varying degrees of success over the station's following years under Starfleet jurisdiction.

However, the replicator units have proven problematic on a number of occasions. In 2369, an aphasia virus, genetically engineered by a group of Bajoran freedom fighters during the Cardassian occupation and secreted within the replicator pattern generator, is released.

Luckily, a solution is found before

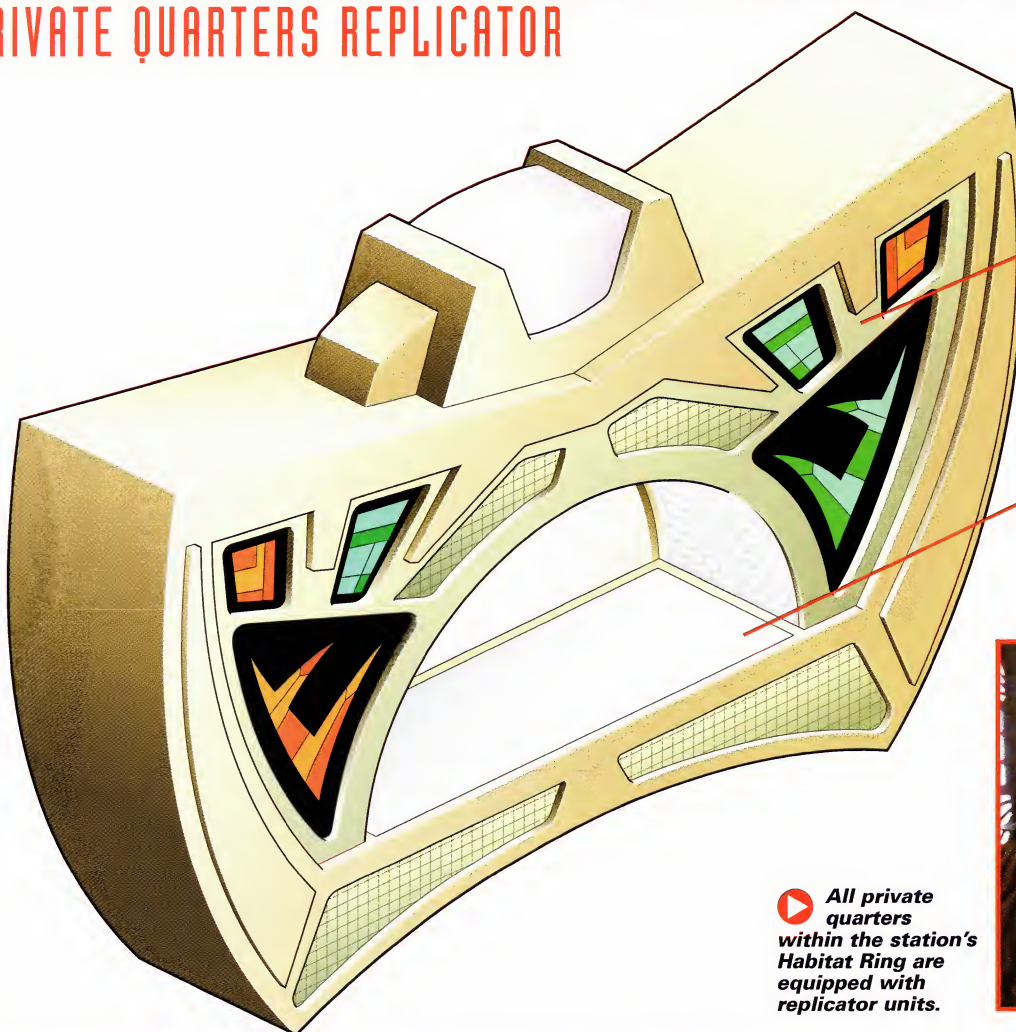
any fatalities are caused. The virus is successfully purged, but the replicators are the source of another crisis in 2371, when they are used as part of a Cardassian self-defense program inadvertently activated during a refit operation.

The defensive program causes the replication of multiple automatic **phaser** units that prove a major impediment to the crew's attempts to take the system offline. It takes the eventual assistance of the station's former Cardassian rulers to render them inoperable.



DEEP SPACE NINE's replicator units supply food and drink to the crew of the former Cardassian station, but they can also fabricate many other items.

PRIVATE QUARTERS REPLICATOR



The replicator units can be operated by direct voice-activation, isolinear program rods, or keypad manipulation.

Replicated items, beverages, and foods materialize inside this alcove. After dining or drinking, used containers and utensils are placed back in the unit to be deconstructed and reused.

All private quarters within the station's **Habitat Ring** are equipped with replicator units.



Modified Cardassian Replicators

OPS REPLICATOR

Multifunction keypads control the operation of the replicator. The Cardassians also programmed the unit to assist with defense in the event of an emergency.



It maintains its outwardly Cardassian design, but the interior of this replicator, like the rest of *Deep Space Nine*'s systems, has been heavily modified with Federation technology.

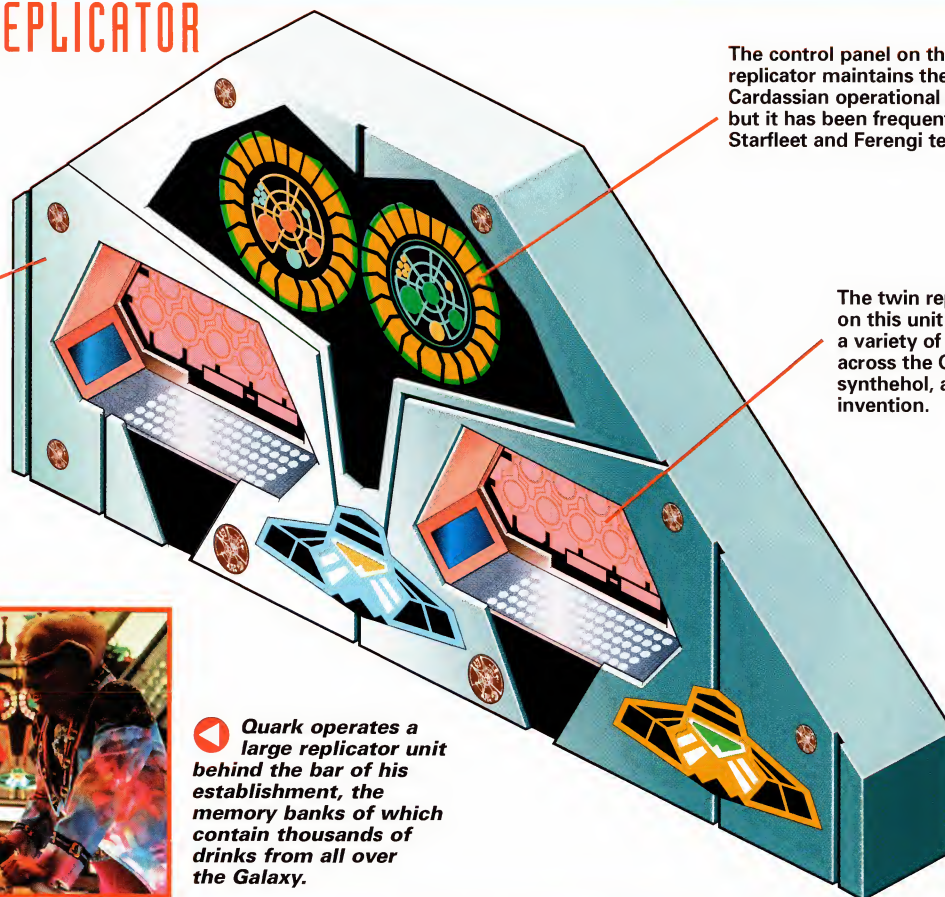
Beverages such as the Klingon drink raktajino are popular among the command staff serving in ops on *Deep Space Nine*.



▲ A defensive program left over from the Cardassian occupation generates a phaser unit to defend ops from intruders.

QUARK'S BAR REPLICATOR

Quark's replicator is situated behind his bar. As well as being repaired and adjusted by Chief O'Brien, it has been highly modified by his technically adept brother, Rom.



The control panel on this replicator maintains the standard Cardassian operational symbols, but it has been frequently refitted Starfleet and Ferengi technology.

The twin replicator alcoves on this unit can fabricate a variety of drinks from across the Galaxy, including synthehol, a Ferengi invention.



◀ Quark operates a large replicator unit behind the bar of his establishment, the memory banks of which contain thousands of drinks from all over the Galaxy.



'The Big Goodbye'

An excursion to the holodeck turns deadly when Captain Picard and his friends become trapped. Meanwhile, Commander Riker faces a possible diplomatic incident; an easily insulted alien race will accept a greeting only from the captain of the *U.S.S. Enterprise NCC-1701-D*.

FIRST OFFICER'S LOG
STARDATE: 41997.7

"We are about to make contact with the Jarada, a reclusive, insect-like race known for its idiosyncratic attitude toward protocol."

The *U.S.S. Enterprise NCC-1701-D* is headed for a meeting with the **Jarada**, a race who are easily insulted if not greeted fluently in their own language; the mispronunciation of a single word once led them to withdraw from communications for 20 years. The Jarada are an insectoid race, and their concept of language and meaning springs from an insectoid mind. **Captain Picard** is finding the preparations extremely stressful, and the *Enterprise's* counselor, **Deanna Troi**, suggests he take a break on the newly-upgraded **holodeck**.

Picard programs the holodeck to recreate the world of **Dixon Hill**, a character from 1930's detective fiction, and, when he enters, he is amazed at how realistic everything appears; he really does seem to be in the middle of a 1930's street. The holocharacters within the program respond to Picard as if he really is Dixon Hill.

Entering fiction

Later, the captain enthuses about the program to the rest of the bridge crew. He invites **Dr. Beverly Crusher** and **Whalen**, the ship's fiction expert, to accompany him on another visit. This time, the captain is more appropriately dressed for 1930's San Francisco, the time period that the holodeck is representing. The android **Data's** curiosity is piqued, and he asks to join them.

While the captain, Whalen, and Data are inside the holodeck, **Chief of Security Tasha Yar** reports that the *Enterprise* is being probed by the Jarada from long range. The insectoid race contact the *Enterprise* through an unexpected **subspace** message; they wish to speak to the captain sooner than expected, but when **Commander Riker** tries to explain that Picard is not present, they are extremely insulted. The Jarada wish to have their greetings returned precisely in their own language, and they refuse to speak to the first officer, considering Riker to be a mere subordinate.

Meanwhile, Beverly Crusher, dressed in 1930's Earth-style fashions, arrives at the holodeck to join her friends. She experiences some unexpected difficulties getting into the holodeck, and informs Data of this once she is inside.

Outside the holodeck, **Geordi La Forge** reports to the bridge that he cannot

ON SCREEN...



1 Counselor Deanna Troi advises a stressed Captain Picard to relax in the U.S.S. *ENTERPRISE's* updated holodeck. Picard is amazed by the realism.



2 Picard programs the holodeck to run a plot based on 1930's detective stories featuring private eye Dixon Hill. The holocharacters find Picard's clothing odd.



3 Picard is so impressed by the program that he invites some of the crew to join him for a second visit; they dress appropriately, donning fashions from that era.



4 The U.S.S. *ENTERPRISE* is probed by the Jaradans, who are not impressed to hear that Picard is unavailable to greet them. They refuse to deal with Riker, a mere subordinate.



5 Unknown to the crew, the ship's systems malfunctions are due to the probe. Beverly has trouble entering the holodeck; soon, she and her friends are trapped.



6 Outside the holodeck, Geordi and Wesley investigate what has happened. They must free their crewmates in time for the captain to greet the Jaradans.





'The Big Goodbye'

communicate with the captain or the others inside. The program cannot be accessed, and the players are trapped inside. **Wesley Crusher** reports to Riker that he has read all the technical manuals on the holodeck and asks permission to help Geordi. The commander tells him that his first duty is to be on the bridge, but when Troi reminds him that Wesley is probably concerned for his mother, the boy is allowed to leave and assist Geordi. Inside the holodeck, the crew have no idea of these problems. Unaware they are trapped, Picard and the others are enjoying exploring the Dixon Hill plot.

From the bridge, Tasha contacts Riker and tells him that the *Enterprise* is approaching the Jarada sector. Wesley theorizes that the *Enterprise's* electrical systems were disrupted when they were probed by the Jarada, and this has caused the malfunction.

The crew inside the holodeck are also having problems; Picard/Dixon Hill has been accused of murdering a young woman. Unknown to the captain, the holodeck is no longer under his control. When he and the others return to Hill's office, they are confronted by a **Mr. Leech**, who demands "the item." Whalen tells Leech to hand over his gun, but is shot. Without the safety protocols in place, Whalen is seriously injured – the bullets and guns created for the simulation have proved all too real. Beverly examines her injured colleague, and tells Picard that Whalen has severe internal bleeding; if he doesn't get to sickbay soon, he will die. However, when Picard tries to exit the program, the holodeck does not obey his command. For the first time, the holodeck players realize they are trapped in the scenario.

A fatal plot

Leech's boss, **Cyrus Redblock**, and the rest of the gang turn up. The gangsters are there to retrieve the mysterious 'item' from Hill's office. Picard tries to distract their attackers by explaining that none of this is real; that they are based upon fictional characters and are only part of a game. His bluff works long enough for Geordi and Wesley to find a way to open the holodeck. As the holodeck exit is revealed, the gangsters go through first, intrigued by what Picard has told them and believing they have discovered a whole new world to plunder. An angry Redblock howls with rage as his cronies slowly disappear upon stepping through the arch into the *Enterprise's* corridors.

As soon as the party are able leave, Data carries the wounded Whalen to sickbay. Picard is about to exit when **McNary**, a holocharacter and the policeman friend of Dixon Hill, asks if he will still exist when the program is turned off – will his wife and children still be waiting at home for him

when Dixon Hill leaves? Picard replies, honestly, that he does not know.

Safely out of the malfunctioning holodeck, Captain Picard returns to the bridge and greets the Jarada accurately in their own language, just in time to avoid a diplomatic incident with the touchy aliens.

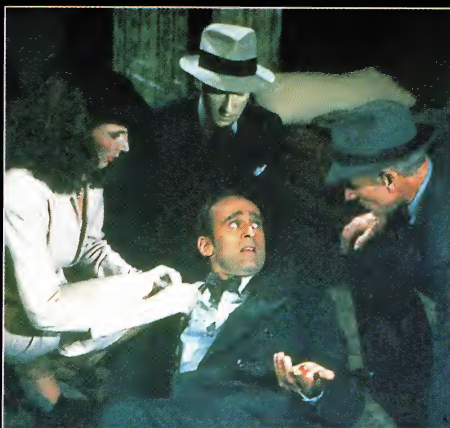
ON SCREEN...



7 Inside the holodeck, Captain Picard is held by the authorities. Dixon Hill is the main suspect in the murder of a young woman.



8 Later, when Picard is freed, he returns with the others to Dixon Hill's office, but finds a gangster and his heavies waiting for him.



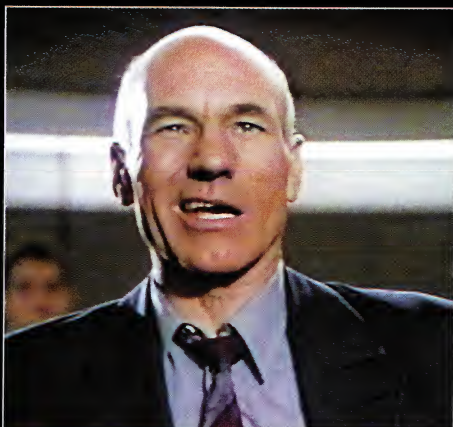
9 Not realizing that the safety protocols of the holodeck are down, Whalen goes for the armed man, and is shot. The bullets really injure him.



10 The rest of Mr. Leech's gang arrive, led by the boss – Cyrus Redblock. The gangster demands that Hill hands over the mysteriously mentioned 'item'.



11 Geordi and Wesley manage to access the holodeck. When Redblock and his gang attempt to leave the confines of their holoworld, they fade from existence.



12 Picard arrives on the bridge in time to avoid insulting the alien race further. He greets the Jarada in their own language, with precise pronunciation.

STARSHIP FACTS

A Characters created by the holodeck cannot leave it. When the gangsters try to do so, they disappear.

A Dixon Hill first appeared in a short story in the Pulp magazine 'Amazing Detective Stories' in 1934, written by Tracy Tormé.

CAPTAIN'S LOG
STARDATE 51247.6

"It's been a week since our return to DEEP SPACE NINE, but the mood of celebration continues. We're still at war ... But for now ... the war seems very far away."

'You Are Cordially Invited'

The wedding day of Jadzia Dax and Worf is threatened by the malign influence of Sirella, General Martok's formidable wife. Sirella is unwilling to welcome an alien into the House of Martok, and she intends to make the Klingon pre-wedding rituals very difficult for the Trill.

With the **Dominion** occupation of **Deep Space Nine** over, **Major Kira** welcomes back **Captain Sisko**. **General Martok** is already waiting to see him; the general has just been appointed **Supreme Commander of the Ninth Fleet**. Martok declines Sisko's offer of quarters on the station, preferring to keep his flag on the **I.K.S. Rotarran**, and requests that **Worf** continue as his principal intelligence officer.

Jadzia Dax and Worf join **Alexander** at a table in **Quark's**. Worf's son announces he is about to join the crew of the **Klingon Battle Cruiser Ya'Vang**; Worf is anxious about the youth's safety on a frontline craft. Dax convinces Worf to bring forward the day of their marriage so Alexander can attend before his departure from the station. Worf had hoped the ceremony would take place on the **Klingon** homeworld, not in a **Ferengi** bar, but is consoled when his son agrees to serve as his **Tawi'Yan**, or swordbearer – the Klingon equivalent of best man.

Prenuptial preparations

Worf asks Sisko, **Dr. Bashir**, **Miles O'Brien**, Martok, and Alexander to join him for the spiritual journey of **Kal'Hyah**. During the four days prior to his wedding, a Klingon warrior undergoes this ritual of song, fellowship, and passion, accompanied by his closest friends. Believing they will be taking part in a debauched Klingon bachelor party, the **Deep Space Nine** crew members readily agree to assemble at a **holosuite** the next morning. Martok advises them to get a good night's rest.

Meanwhile, Martok's wife **Sirella** begins her interrogation of Dax. Jadzia will be marrying into the **House of Martok**, and the mistress of this great House must approve all brides. Sirella is a strong-minded woman who quickly makes it clear she is opposed to aliens entering her family.

The **Kal'Hyah** begins in a hot holosuite cave. The rite consists of six trials: the first is fasting and resisting temptation; the others are blood, pain, sacrifice, anguish, and death. Bashir and O'Brien begin to realize they are in for four days of unremitting Klingon misery. Sirella gives Dax a rough ride, criticizing the replicated **var'Hama** candles laid out for her welcoming display, then urges her to abandon her marriage to

ON SCREEN...



1 Captain Sisko returns to **DEEP SPACE NINE** after the **Dominion** occupation has ended. In **Ops**, Major Kira welcomes back the **Bajoran** Emissary.



2 General Martok has been promoted to **Supreme Commander of the Ninth Fleet**, but he is already grumbling to Sisko about all the paperwork he will have to do.



3 Worf's son continues to pursue his career as a Klingon warrior. He will soon depart **DEEP SPACE NINE** to join the crew of the **KLINGON BATTLECRUISER YA'VANG**.



4 Alexander is so delighted to be asked to be his father's **Tawi'Yan**, or best man, that he accidentally knocks over a waiter's tray. It crashes into a table of customers.



5 Sisko, **Dr. Bashir**, **General Martok**, and Alexander join Worf in the Klingon equivalent of his bachelor party, the **Kal'Hyah**. The rite involves some unpleasant rituals.



6 Sirella disapproves of an alien marrying into the **House of Martok**; as **Mistress of the House**, she intends to make the pre-wedding rituals extremely hard for Dax.



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'You Are Cordially Invited'

Worf. Sirella is finally put in her place when she questions Dax on a period of Klingon history known as **The Dark Time**. Jadzia states that her research into the factual history of **Qo'noS** has revealed that Sirella's claim to be of royal blood is false. She is not descended from a Klingon woman named **Shenara**, daughter of the **Emperor Reclaw**; Sirella's mother was actually a concubine named **Karana**.

In the evening, Dax lets her hair down with a wild prenuptial party in Quark's. She admires a fire juggler, dances, makes music, and drinks. Kira finds time to have a long talk with **Odo**, in an attempt to banish the awkwardness that has grown between them since the occupation. Sirella arrives to tell Jadzia that she must abandon her party in order to begin another part of the initiation. When Dax refuses to leave, Sirella draws a knife and compares Jadzia to a **Risian** slut. This insult earns Sirella a smack across the face from Dax, who then resumes dancing with **Nog** and **Leeta**.

Broken engagement

The next morning, Jadzia awakes with a hangover, and Worf informs her that Sirella has cancelled the wedding. Dax refuses to apologize to Sirella, and her apparent disinterest in Klingon etiquette causes Worf to storm off. When Martok hears Worf admit he now believes he and Dax have nothing in common, the general reminds him that love happens regardless of compatibility – he and Sirella being an obvious example.

Upon learning that the wedding has been cancelled, Bashir and O'Brien settle down to a huge meal at Quark's, relieved to abandon their fast. Unfortunately, before they can take their first mouthful, Sisko commands them not to eat anything. The captain is determined the wedding will go ahead.

Sisko visits Dax and listens to his old friend pour out her heart. Dax was once a **Federation** ambassador to the Klingons, and negotiated the **Khitomer accords** before Worf was even born. She cannot bring herself to grovel to Sirella. Sisko reminds Jadzia that it was actually **Curzon Dax** who was ambassador to the Klingons – Jadzia can't expect the same treatment. He also points out that Jadzia sometimes forgets that she has been married five more times than Worf. Dax confesses that even after seven lifetimes, she still leads with her heart, not her head. It was this that led her to fall in love with Worf and it is this that will

ensure they are married. The wedding will go ahead as planned.

A drum beats out a slow, steady rhythm, announcing that a full Klingon wedding with all the trimmings is under way. Sirella makes an opening speech, then gives Worf and Dax symbolic **bat'leth** weapons. The couple

represent two hearts joined together, capable of destroying gods and turning the heavens to ashes, as according to Klingon legend; not even Sirella can oppose this marriage. Worf and Dax exchange vows and embrace, and Sirella proudly welcomes Dax into the House Of Martok.

ON SCREEN



7 While Worf and his friends prepare to endure four days of Klingon ritual, Jadzia enjoys her last days of freedom with a wild prenuptial party at Quark's.



8 Sirella strongly disapproves of Dax's behavior and calls her a slut. When she draws her dagger to make Dax leave, the Trill slaps her across the face.



9 Dax wakes up the next day with a stinging hangover. She is in no mood to be lectured by Worf, but Sirella has cancelled the wedding, and Worf expects Dax to apologize to her.



10 Benjamin Sisko visits his old friend and persuades her not to let her stubborn pride ruin her relationship with Worf. Dax agrees to set her differences with Sirella aside.



11 A traditional Klingon wedding ceremony takes place on DEEP SPACE NINE. The bride and groom perform the traditional rituals with bat'leths.



12 After they have exchanged their vows, Sirella finally welcomes Jadzia Dax to the House of Martok. Worf then embraces his new wife.

STARSHIP FACTS

A Before a traditional Klingon wedding, blood must be shed before the guests are allowed to feast. A targ is ritually sacrificed.

A Jake's first book is accepted for publication. The Federation News Service bring out his collection of short stories on life during the Dominion occupation.



H continued

Horran's Seventh

This **Bajoran** prophecy begins, "He will come to the palace, carrying a chalice/Overflowing with sweet spring wine." It was **Rom's** favorite of the ancient texts. (*Starship Log: 'Ferengi Love Songs'* [DS9]) **SEE FILES 10, 51, 70**

horse-drawn carriage

Archaic wheeled Earth vehicle, drawn by the domesticated horse. Technologically, it was only a step ahead of the Ford pick-up truck discovered by the **U.S.S. Voyager** crew in 2372. (*Starship Log: 'The 37's'* [VOY]) **SEE FILES 18, 71**

Horsehead Nebula

Dark, horse-shaped nebula, designated **B33**, 1500 light years from Earth. The **U.S.S. Voyager's** **EMH** equated the breadth of **B'Elanna Torres's** temperament to this phenomenon. (*Starship Log: 'Living Witness'* [VOY]) **SEE FILES 4, 71**

horseshoe

Metal plate fitted to a horse's hoof for protection, considered a lucky charm in some cultures. At his mountain cabin, **James T. Kirk** kept a golden horseshoe in a pouch. He shared the memento's significance with only a few confidants. (*Starship Log: Star Trek Generations*) **SEE FILES 43, 78**

Horta

Intelligent, subterranean silicon-based life form indigenous to **Janus VI**. In 2267, **Federation** miners were killed by the mother Horta protecting the fertilized eggs of her entire species. Peaceful relations were ultimately established via **Spock's** mind-meld. (*Starship Log: 'The Devil in the Dark'* [TOS]) **SEE FILES 18, 68**

Hortak, Nurse

A member of **Dr. Bashir's** medical staff in space station **Deep Space Nine's** infirmary during 2371. (*Starship Log: 'The Abandoned'* [DS9]) **SEE FILES 27, 70**

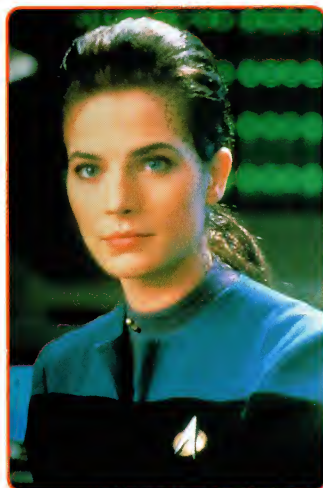
host candidate

SEE initiate

host

Humanoid individual who renders the physical corpus for the benign symbiont of the vermiform **Trill** species. Hosts usually contribute a distinctive first name, such as **Curzon**, **Jadzia**, or **Lenara**, to the joined life form. (*Starship Log: 'The Host'* [TNG]; 'Emissary' [DS9]) **SEE FILES 9, 43, 46, 69, 70**

When its current host **Jadzia** is killed in 2374, the **Dax** symbiont survives and is once again placed into a new humanoid **Trill** host to continue its long existence.



The mysterious **Hotel Royale** puzzled the **U.S.S. ENTERPRISE** away team. The only sign of life on a desolate world, it was later discovered to have been recreated by aliens, based on a pulp novel.

hot dogs

American-style reddish smoked sausages, served in a soft bread roll; also known as frankfurters. **Quark** provided hot dogs for attendees at **Sisko's** holosuite baseball games. (*Starship Log: 'Starship Down'* [DS9]) **SEE FILES 43, 70**

hot dogs, foot-long

A larger hot dog, approximately 30.5 centimeters in length. **Tuvok** purchased some for breakfast in Los Angeles, although they are not a traditional breakfast meal. (*Starship Log: 'Future's End', Part II* [VOY]) **SEE FILE 71**

Hotel Brian

A San Francisco hotel patronized by **Data** after he was sent back to 1893 while investigating life forms from **Devidia II**. Future author Jack London worked there as a bellhop. (*Starship Log: 'Time's Arrow', Parts I and II* [TNG]) **SEE FILES 18, 43, 69**

Hotel Royale

This hotel featured in a hackneyed novel that **Colonel Stephen Richey** took with him on an ill-fated space exploration mission in 2037. Aliens used the book to create a virtual world for **Richey**. (*Starship Log: 'The Royale'* [TNG]) **SEE FILES 18, 69**

House

A family line, including ancestors and those still living. In **Klingon** society, loyalty to one's House, where political power is consolidated, is a cardinal value. Prominent Houses include **Kozak**, **Mogh**, and **Duras**. (*Starship Log: 'Sins of the Father'* [TNG]; 'The House of Quark' [DS9]) **SEE FILES 11, 48, 68, 69, 70**

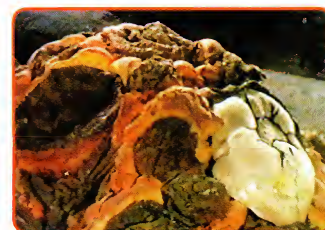
Hovath

A **Bajoran** villager and apprentice to the local **Sirah**, or storyteller, who kept the menacing **Dal'Rok** creature at bay. Although resentful of **Miles O'Brien's** installation in the post, Hovath eventually proved himself a worthy successor. (*Starship Log: 'The Storyteller'* [DS9]) **SEE FILES 10, 47, 70**

When the village **Sirah** died, **Hovath** was rather put out to find that **Starfleet's** **Chief O'Brien** was appointed in his place.



Horran's Seventh
horse-drawn carriage
Horsehead Nebula
horseshoe
Horta
Hortak, Nurse
host candidate
host
hot dogs
hot dogs, foot-long
Hotel Brian
Hotel Royale
House
Hovath
hover car
hoverball
'How To Advance Your Career Through Marriage'
'How to Keep Your Nostrils Happy'
Howard family candle
Howard, Deverly
Howard, Felisa
Howard, Jessel
Howdy Doody
Hoya
Hromi Cluster
Hrothgar, King
HTDS
Hubble, Chief
Hudson, Gretchen
Hudson, Lt. Commander Calvin
Huey 204
Hugh



The existence of the **Horta**, a silicon-based life form, was a mystery to **Starfleet** officers.



The House of **Duras** proved to be one of the most ruthless and dishonorable of the **Klingon** Houses.



hover car

This vehicle was designed for traveling over land on a supportive cushion of low-pressure air. According to **Tom Paris**, versions of it were first used on Earth around 2036. (*Starship Log*: 'The 37's' [VOY]) **SEE FILES 7, 71**

hoverball

A popular sport at **Federation** facilities. It was originally played outside, but there are **holosuite** versions, such as the one at which **Torres** and **Chakotay** often competed aboard the **U.S.S. Voyager**. (*Starship Log*: 'Let He Who is Without Sin' [DS9]; 'Remember' [VOY]) **SEE FILES 27, 29, 66, 70, 71**

'How to Advance Your Career Through Marriage'

Beverly Crusher received this book while attending medical school in 2348. It was her future husband **Jack Crusher**'s humorous method of proposing marriage, and it worked. (*Starship Log*: 'Family' [TNG]) **SEE FILES 43, 69**

'How to Keep Your Nostrils Happy'

SEE **Hints for Healthful Living**

Howard family candle

This artifact had been in **Beverly Crusher**'s family for seven centuries and was regarded as a symbolic light for the Howard women. It was actually a receptacle for an anaphasic life form that used the Howard women to maintain molecular cohesion. (*Starship Log*: 'Sub Rosa' [TNG]) **SEE FILES 43, 69**

Howard, Beverly

Beverly Crusher's maiden name. The Howard family traces its roots back to 17th-century Scotland, on Earth. (*Starship Log*: 'Sub Rosa' [TNG]) **SEE FILES 43, 69**

Howard, Felisa

Homeopathic healer and **Beverly Crusher**'s grandmother (2270-2370). Felisa became Beverly's primary caregiver after her mother's death in her youth, and was one of a long line of Howard women to be seduced by **Ronin**. (*Starship Log*: 'Sub Rosa' [TNG]) **SEE FILES 43, 69**



▶ **Felisa Howard inspired her granddaughter Beverly to be a healer. Beverly used her homeopathic remedies to cure patients whenever she found herself without the benefit of conventional Starfleet medicine.**

Howard, Jessel

This woman, who lived in 17th-century Glasgow on Earth, was a distant ancestor of **Beverly Crusher**. She created the **Howard family candle**, and became a vessel for the anaphasic life form named **Ronin**. (*Starship Log*: 'Sub Rosa' [TNG]) **SEE FILES 43, 69**

Howdy Doody

Irrepressibly cheerful star of a children's television program in 1950's America. **Rain Robinson** found **Tom Paris** sexy in a goofy, "Howdy Doody kind of way." Doody was a freckled, fictional character, in various incarnations a marionette and an animated cartoon. (*Starship Log*: 'Future's End', Part II [VOY]) **SEE FILES 43, 44, 71**

Hoya

A **Benzite** female serving in **Starfleet**. At **Torga IV** in 2373, she and her **Runabout** crew were killed by **Dominion** forces attempting to recover a wrecked **Jem'Hadar Warship** claimed as salvage by **Captain Sisko**. (*Starship Log*: 'The Ship' [DS9]) **SEE FILES 7, 27, 70**

Hromi Cluster

The home star group for the nomadic race called the **Gatherers**, a people long engaged in conflict with the **Acamarians**. This cluster contained the planet **Gamma Hromi III**, the venue for key peace negotiations between the factions that served to finally reunite the two races. (*Starship Log*: 'The Vengeance Factor' [TNG]) **SEE FILES 3, 18, 69**



▶ **A planet within the Hromi Cluster provided a venue for peace talks between two long-standing enemies.**



▶ **King Hrothgar, a character in the Norse myth 'Beowulf', appeared in a holodeck recreation.**

Hrothgar, King

Character from Earth's Norse mythology; the aged father of Freya. In a **holonovel** of 'Beowulf', Hrothgar and his warriors are besieged by the savage monster Grendel, and are then visited by a **Dr. Schweitzer**. (*Starship Log*: 'Heroes and Demons' [VOY]) **SEE FILES 56, 66, 71**

HTDS

SEE **Holo-Transference Dementia Syndrome**

Hubble, Chief

Officer aboard the **U.S.S. Enterprise NCC-1701-D** in 2367. Hubble's primary duties were as **transporter** operator and technician. (*Starship Log*: 'Reunion' [TNG]) **SEE FILES 25, 43, 69**

Hudson, Gretchen

Wife of **Calvin Hudson**; she died prior to her husband's posting to the **Demilitarized Zone** in 2370. The Hudsons and the **Siskos** had been good friends, and often dined together. (*Starship Log*: 'The Maquis', Part I [DS9]) **SEE FILES 43, 70**

Hudson, Lt. Commander Calvin

Starfleet officer who joined the **Maquis** rebels, rupturing his friendship with **Benjamin Sisko**. Sisko felt Hudson had betrayed his oath of office, but he still grieved when **Michael Eddington** revealed that his friend was dead. (*Starship Log*: 'The Maquis', Parts I and II [DS9]) **SEE FILES 18, 43, 70**

Huey 204

A helicopter – a turbine-powered aircraft utilizing horizontal rotors – piloted by **Sulu** while ferrying Plexiglas panels to the spacecraft **H.M.S. Bounty** in 1986. The nickname 'Huey' derives from the craft's military designation, **UH-1**; the 204 indicates a civilian model. (*Starship Log*: **Star Trek IV: The Voyage Home**) **SEE FILES 43, 75**

Hugh

Also known as **Third of Five**, this teenage **Borg** was rescued in 2368 and cared for by **Geordi La Forge** who accidentally named him. Hugh's individuality later wreaked havoc on his particular group of **Borg**. (*Starship Log*: 'I, Borg' [TNG]) **SEE FILES 15, 52, 69**

▶ **When this Borg drone came aboard the U.S.S. ENTERPRISE in 2368, he was known only by the designation Third of Five. He left with individuality and a given name: Hugh.**

